

INSTRUCTION BOOKLET

# SCARS



EmuMovies

Libal Scott

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## **CONTENTS**

CONTROL STICK FUNCTION	2
DEFAULT GAME CONTROLS	3
INTRODUCTION	4
STARTING THE GAME	4
PLAYER SELECT MENU	5
GAME SELECT MENU	5
BONUSES	6
TRACK SELECTION MENU	7
CAR SELECTION MENU	8
OPTIONS	8
PLAYBACK	9
WEAPONS AND PICKUPS	9-10
TRACKS	11
CREDITS	12

# CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional 4 Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



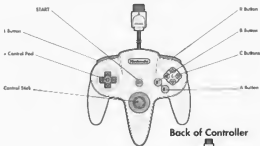
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

## DEFAULT GAME CONTROLS

Below are the default Nintendo 64 Controller® control assignments. If you wish to customize the Nintendo 64 Controller®, you may do so in the Options/Controller menu. The game supports the Nintendo 64 Controller® and the Nintendo Pak®.

### N64 Controller™



### Back of Controller



Steer	Control Stick
Accelerate	A Button
Brake	B Button
Jump	R Button
Use Weapon	Z Button
Select weapon	C+ Button
Reverse	Control Stick down
Handcuffs	A + B Buttons
Change View	C+ Button
Rear View	C- Button
Pause/Resume	START Button
Head Lights	C+ Button

## INTRODUCTION

**3000 AD** The world is no longer controlled by humans, but by nine supercomputers whose superior intelligence long ago surpassed their creators. They have absorbed many of the characteristics of humankind, including the emotions of fear, hatred, happiness, and even boredom. To combat their apathy, the supercomputers now entertain themselves with the most honorable and dangerous of human customs: Racing. Their drive for victory compels them to build super sophisticated cars that mimic earth's most fearsome creatures. Each vehicle uses ultra powerful weapons to subvert opponents on the many deviously treacherous courses. Humans can only aspire from afar. As the supercomputers race across world after world, the quest for adrenaline-splashed thrills becomes ever-intensifying. Now victory alone is not enough!

## STARTING THE GAME

**Starting the Game** Correctly insert the S.C.A.R.S. Game Pak into the Nintendo 64 Control Deck and slide the Power Switch to the ON position. From the S.C.A.R.S. Title screen press the START Button to get to the Main Menu screen.

*Please note that if you leave the game standing on the S.C.A.R.S. Title screen for any length of time, an automatic save will occur. To quit the game, press the START Button then leave the game unattended as before to allow the power.*

**Nintendo 64 Controller Pack:** Please make sure your Nintendo 64 Controller Pack® is inserted. Then follow the instruction's on screen. You can save your game including any completed laps, high scores, lap records, options and configurations.

**Important:** never remove a Nintendo 64 Controller Pack® while it is in use. It may damage both the Nintendo 64 Controller Pack® and your Control Deck.





## BONUSES

Bonus Points are also available. They are awarded for:

- Approaching (causing the most damage to other cars)
- 1st and 2nd lap
- Lapping other cars
- Perfect bonus (finishing a race without sustaining any damage)

### How to Qualify

If your total points (Race points + Bonus) rank in the first three you can proceed to the next round of the Cup. Thus, a player finishing a race in 4th position may still qualify if he receives bonus points.

In order to progress through the Cups you have to successfully complete each one as the player. For example, Crystal Cup can only be played if the Carbon Cup was completed in 1st place. However, you can make it to the Platinum by finishing the Cup in 2nd or 3rd place.

Please note that you can set the speed of the game in the Options menu, to suit your skill level.

The player is given a Password for each completed Cup which has to be put into the password Slots in Slot 4 Opt and you can it to save your game if you have a Nintendo 64 Controller Plus 2 (See 4 Options).

**Custom Cup** Here you can set up a season of races. However you will only be able to select tracks that are in the Cups that you have access to. For example if you have successfully completed the Crystal Cup you will be able to use tracks from Carbon and Crystal Cups. The difficulty level is automatically set to Medium and the number of laps can be set in the Options Menu.

### Challenge Mode

This mode is ONLY available in 1 Player.

This mode is only available when you have completed a Cup as the player. Here you can race head to head against one other CPU opponent. The CPU opponent, the track, the difficulty level and the number of laps are automatically set. If you win the Challenge Mode you will gain access to previously unavailable cars.



### Time Attack (Ghost Mode)

This is only available in 1 Player mode.

Here you can practice with different cars on different tracks to improve your skills and race times. Each subsequent race on the same track will include your ghost car from the previous race so that you can try to beat your own time. Use the Control Stick to highlight the chosen game mode and then press the A Button to confirm your selection.

### Mirror Mode

Access to this mode can only be achieved once you have successfully completed all of the Cups.



## TRACK SELECTION MENU

This menu is not available if Grand Prix or Challenge mode is selected.

There are 9 different race courses available in the game (See Tracks each with a choice of setting: Daytime, Nighttime, Dusk and Rain with fog. Two, combined with the Mirror Mode race Optional, gives you an incredible number of combinations. Use the Control Stick up/down to highlight the track you want and use the Control Stick left/right to change the settings. Then press the A Button to confirm your selection.

Please note that you will only be able to select tracks deemed as the Class you have selected to



## CAR SELECTION MENU

Different cars are featured in the game. They are all based on various creatures of the world. Only 5 cars are available at the start of the game. The other four are earned when the player successfully completes races in the Challenge Mode.

Each car has 5 features, Speed, Acceleration, Grip, Armor and Weapons. The combination of these characteristics determines the general performance and handling of the cars. You may have to experiment with the different available cars to determine which one suits your driving skills best.



LION LK



MAMMOTH 4x4



RHINO ROADSTER



TIGER SHARK



MANTIS V-TWIN

Use the Control Stick to highlight the car you want to race with. Press the A Button to confirm the selection.

## OPTIONS

- Settings:** The default options can all be amended to suit your requirements (number of legs, weapons on/off etc.)
- Controller:** You can amend Controller configuration to suit your own taste in this screen.
- Records:** Here are the best lap times, race times and highest scores.



## PLAYBACK

The Playback function is available in 1 Player only.

There are 2 playback modes: Follow Car and Panning Camera.

**A Button:** Change Playback Mode

The following functions are only available in Follow Car mode:

**Control Stick Up/Downs:** Change Car to follow

**Control Stick Left/Right:** Rotate camera around the car

**B Button:** Reset Camera behind the car

**START Button:** Pause/Resume

*Note: You can also change the View Mode by selecting the CT button in Follow Car mode.*

## WEAPONS AND PICKUPS

If you just want to race you may switch off the weapons function in the Options/Settings menu. The weapons are automatically disabled in Practice mode. You can set the speed of the game at the same menu.

The weapons must be picked up from the track by driving over them and will be available to all the cars/players.

You can collect as many weapons as you like throughout the game but you are limited to holding 2 weapons at any one time. Pressing the Z Button loses the weapons.

Weapons/Pick Ups can be fired immediately or can be charged up first. Holding down the Z button charges weapons. Each weapon will have a different charge up time and the more you charge up your weapon the more powerful it is.

Weapons are fired forwards by default but you may launch them backwards if you pull the Control Stick Downwards while firing.



**Turbo:** Short burst of speed; up to 2 bursts if not charged or a single very fast burst if fully charged.



**Magnet:** When launched, the magnet will land on the track and create a magnetic pull around it. It will pull the car towards it and hold it for a while. Short charge: short pulling range. Full charge: Long distance pulling range. Bullets can destroy the weapon.



**Seeker:** Long range weapon. It will traverse round the track with the Free map until it hits a car in front. A charged one will travel further. Bullets can destroy the weapon.



**Homing:** When active it will circle around your car and as soon as there is a car in range it will home-in on the target and come back to your car. It will have a certain number of hits.



**Time Bomb:** This weapon activates as soon as it is picked up. It will attach itself to your car and explode after the count down has finished! You may try to give it to your opponent car by using the Weapon+ Button (Z Button) before it explodes, but remember there must be an opponent nearby!



**Sniper:** This will cause a puncture and put your car out of control for a short while. You can drop 1 at time or 2 together by changing up. Bullets can destroy this weapon.



**Shield:** It will rebound the cars on impact backwards. Type1: Long life short energy. Type2: Short life long energy. Both are will take multiple collisions to destroy it. Bullets can destroy this weapon.



**Round of Bullets:** This will give the player rounds and the bullets will fire straight ahead. Once hit the target car will be pined and slowed down. The player can use 4 small or 1 to 2 big bullets.



**Shield:** This is a defensive weapon. It will shield your car for a while. No charge time.





**Arctic** A journey into the past for this race in the beautiful remnants of the Arctic civilization. You will not have time for sightseeing if you want to finish the race in first place. Experience different road surfaces and adapt quickly to sudden changes in road surface.



**Island** This simple track is set in the (almost) untouched setting of a small island - the last Paradise on earth. Look out for the ideal trajectory on the sandy roads and you will win the race. Alternative routes could prove useful.



**Rally** A lovely countryside track with a huge tarmac road. But some blind lanes will require your utmost vigilance! On this road you will have to use your brake handle and accelerator power to find the right balance between the trajectory and speed.



**Water** This is the way to Jean-Jacques Cousteau - An amazing track where you might like to spend more time watching the flora and fauna, rather than racing furiously on a sandy route. A challenging mix of narrow underwater roads with sharp turns, where expert steering skills is required and large 'backwards' where you will be given a huge selection of weapons to pick up and attack or defend with.



**Ski** How about some winter sun? Take a classic race on the fresh snow. This track, set in the mountains, has sharp descents and many varying levels of difficulty. An easy track for those who like long skid turns - a nightmare for those who do not.



**Canyon** The posse cowboy is no longer alone! You will have to be bold about your opponents and finish the race on the fast g. This deserted landscape bathed under a burning sun has a multitude of alternative routes. But choose wisely if you want to win.



**Meadow** Extra terrestrial Biological Entities have been located in this area! Do not let the red dust along a track you from your main objective. This track begins on a concrete runway, but the main part of the race will be off-road. Watch out for those nasty sharp turns that suddenly crop up on you. Good trajectory is the key to win this race.



**Blade** The volcanic age reveals its power and its limits. This very treacherous track is set in a dark and air polluted city. You will be faced with 90 degree turns that will require extreme skill. If you like fresh air and big open spaces you will not be happy here so best to finish it as fast as possible.



**Secret Track** This is the most difficult and cunning track. You will only gain access to this site zone if you prove to be the long of S.C.A.R.S! It is available only after you have completed all of the Caps.

## **CREDITS**

<b>Programming</b>	Jim Peltanen, Harrison Bernardino, Dave Caswell
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A stylized illustration of the character Bumblebee from the Transformers franchise. He is depicted in a dynamic, forward-leaning pose, wearing his signature yellow and black armor. The background behind him is a bright, glowing orange and yellow circular shape, resembling a sun or a target. The entire scene is framed by a series of concentric black and white rings, creating a hypnotic, tunnel-like effect.

# Bumblebee BUMBLE

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